FONTPACK *Plus*™

FIFTY-THREE FONTS FOR USE WITH GEOS™ AND GEOS 128™

FOR THE COMMODORE 64, 64c and 128 COMPUTERS

BERKELEY SoftWorks

FontPack *Plus*
User's Manual

For use with
GEOS on the Commodore 64 and 64c
GEOS 128 on the Commodore 128

Berkeley Softworks
2150 Shattuck Avenue
Berkeley, California 94704

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Customer Service
2150 Shattuck Avenue
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How to Get Help

We hope that you will find FontPack *Plus* easy to learn and use, and that this manual provides you with most of the answers to the questions you may have about its operation. However, if you do run across a problem that is not answered by the manual, there are two ways to obtain additional help.

The first, fastest, and recommended way to obtain information about and help with FontPack *Plus* (and other GEOS products) is through the QuantumLink telecommunications network. QuantumLink, or Q-Link, is an online service network designed for Commodore users.

Berkeley Softworks provides Customer Service message boards, along with a Programming message board and other useful services, in the Commodore Software Showcase section of Q-Link. Through these message boards, you can receive the most timely help and information from Berkeley Softworks employees and thousands of GEOS users. In addition, you will have access to programs and products from Berkeley Softworks that are offered through Q-Link, many of them free of charge.

The second way to obtain help is to contact Customer Service at Berkeley Softworks, either by phone or letter. If the phone lines are busy, we recommend that users write to us detailing their problems. All correspondence is answered in order received. The Berkeley Softworks customer service telephone number and address are as follows:

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Customer Service Division
2150 Shattuck Avenue
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Welcome to FontPack *Plus*

FontPack *Plus* expands your use of GEOS by giving you a wider choice of fonts from which to select.

This manual is divided into three chapters:

1: **Before You Begin** guides you through the process of getting started: validating your disk, making a backup copy, and creating work disks.

2: **FontPack *Plus*** contains a variety of fonts for use with many GEOS applications. The fonts in FontPack *Plus* — 53 in all — range from a wide selection of alphabet styles to special characters, such as faces and astrological symbols.

3: **geoFont** describes an application which enables you to create your own fonts, and change existing fonts.

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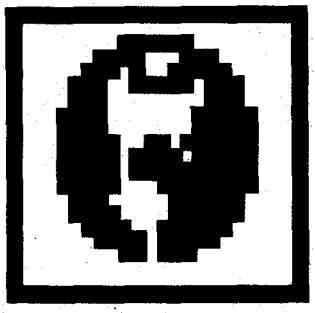
Chapter 1: Before You Begin



Before you start to use FontPack *Plus*, follow the directions in this chapter. This chapter walks you through validating the FontPack *Plus* disk, making a backup of your disk, and making work disks.

You can use geoFont and the fonts in FontPack *Plus* on both 64 and 128 versions of the Commodore. (However, note that geoFont operates in 40-column mode only.)

With FontPack *Plus*, you need not use any special installation procedures for either the fonts or geoFont. However, you should make a backup copy and include it on your work disks, just as you would any GEOS product.

Before You Begin...

Validate Your Disk
Make a Backup Copy
Make a Work Disk

Here's How...

Validate Your Disk

1: Make sure the disk is activated and open to the deskTop.

2: Select **validate** from the **disk** menu. GEOS will check the disk for damage, and list any errors it finds.

NOTE: If GEOS indicates that your FontPack *Plus* disk is damaged, first check to make sure it is correctly inserted in the disk drive. Check to see if the disk drive is damaged or misaligned: try validating the FontPack *Plus* disk on another disk drive or on one at your local dealer. If the disk is truly damaged, return it to Berkeley Softworks for a replacement. (Our address and phone number can be found in the section entitled "How to Get Help," at the front of this manual.)

Make a Backup Copy

If your disk is not damaged, make a copy of it (refer to "Copying a Disk," page 3-9, of your *GEOS User's Manual.*)

Now, Make a Work Copy

Work disks are fully described in Chapters 2 and 3 of your *GEOS User's Manual.* There are two ways to make work disks for using FontPack *Plus*:

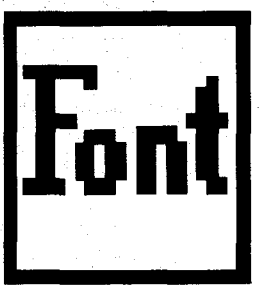
- If you want to copy the entire disk, (again) refer to "Copying a Disk," page 3-9, of your *GEOS User's Manual.*

- If you want to copy only certain files of your FontPack *Plus* disk, refer to "Copying a File to Another Disk," page 3-4, of your *GEOS User's Manual.*

Once you have validated the FontPack *Plus* disk and created backup and work copies, remove the FontPack *Plus* disk from the disk drive and place a write protect tab on it. As with all disks, store it in a safe place.

You are now ready to use FontPack *Plus*!

Chapter 2: Using FontPack *Plus*



Overview

FontPack *Plus* provides you with 53 fonts for use in geoWrite, geoPaint, and geoPublish. These fonts will enable you to generate a fantastic array of high quality printed output.

Each font brings its own unique character and style to a document. Some of the fonts, such as Bancroft and Durant, are more traditional. Others, such as America and Telegraph, are more fun and unconventional. Furthermore, you can use the Ashby and Barrington fonts to create unusual characters, such as faces and dinosaurs.

Even the font names themselves have their own unique character and history. With few exceptions, the fonts are named for places and buildings around Berkeley, California. If you ever get a chance to visit Berkeley, you may recognize some of them.

NOTE: Not all fonts contain a full set of characters. Thin vertical lines indicate null or nonexistent characters in a particular font. They will, however, print out as thin lines. Check each font before using it to determine if it contains all the characters you need.

Work Disks

GEOS supports the use of up to eight fonts at one time on any application. Only seven of these, however, are user selectable. (If you are using GEOS 128, only six fonts are user selectable.) The System Font, BSW, is resident at all times. In GEOS 128, BSW and BSW128 are resident at all times.

You may have as many fonts as you wish on a work disk, but only the first seven fonts (or six for GEOS 128) on the disk will be displayed in the **font** menu. To gain access to additional fonts, you must either add fonts from another disk, or rearrange the existing fonts on the current disk.

If you wish to add new fonts, copy the desired fonts from the FontPack *Plus* disk. (See page 3-4 in the *GEOS User's Manual* for instructions on copying files from one disk to another.)

If you have more than seven fonts on your work disk, and wish to use another set of fonts, you must reorganize the font icons on the deskTop. Repositioning fonts on the deskTop is like rearranging any other file icons.

To reposition fonts on the deskTop:

1: Move both the desired font icon and the undesired font icon off the deskTop onto the border.

2: Move the desired font icon onto the deskTop, in the place of the undesired font icon. Make sure that the desired font icon appears ahead of the other font icons on the deskTop.

3: Move the undesired font icon back onto the deskTop. Make sure you move it so that it appears *after* the desired font icon, not before.

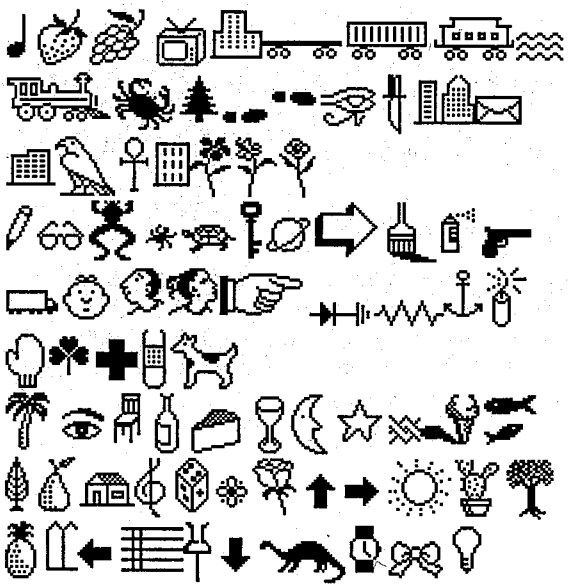
4: Repeat this process for each of the font icons you wish to have displayed in the **font** menu.

NOTE: If necessary, refer to pages 3-5 and 3-6 of the *GEOS User's Manual.*

It is not necessary for the desired fonts to be the first *files* on the disk. It is only necessary that they be the first fonts *relative to other fonts* on the disk.

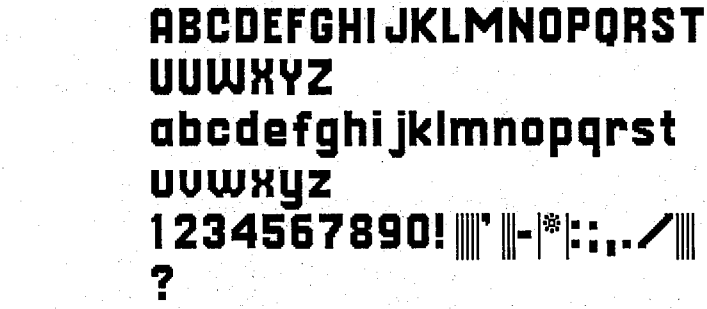
America 24

Ashby 23

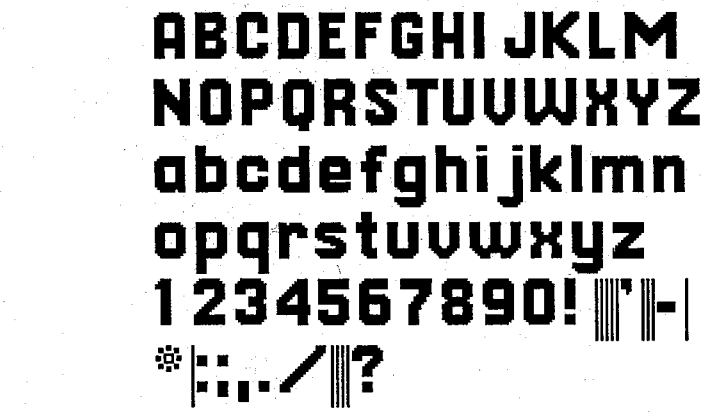


Bancroft 12

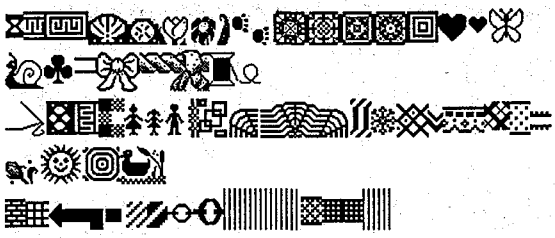
Bancroft 18



Bancroft 24



Barrington 16



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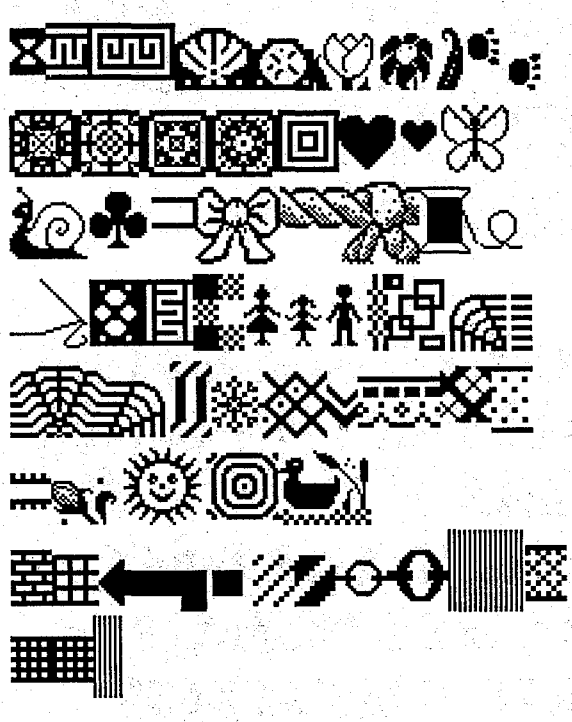

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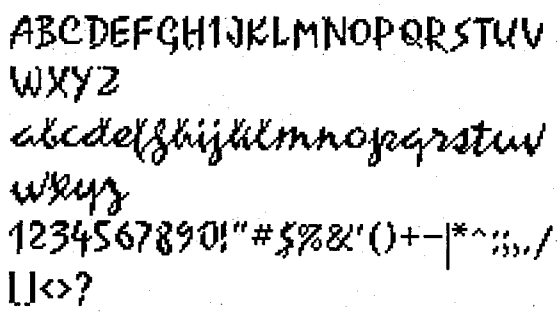

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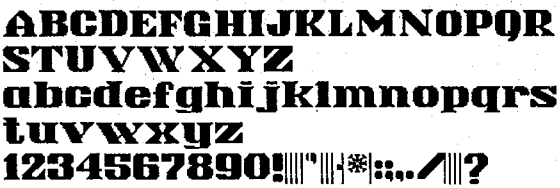

Boalt 24

Bowles 24

ABCDEFGHIJKLM
NOPQRSTUVWXY
Z
ABCDEFGHIJKLM
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Z
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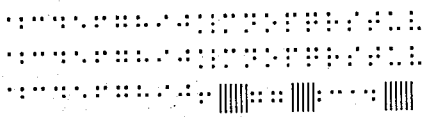
?

Braille 12



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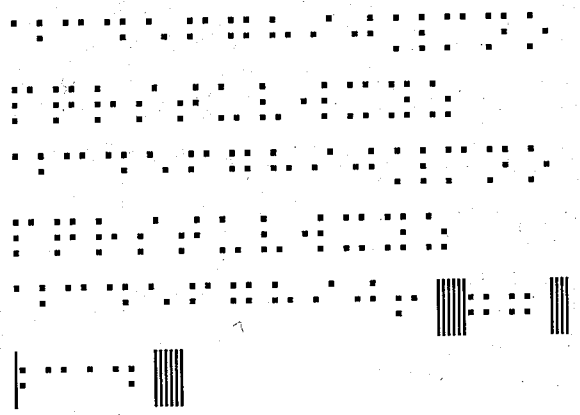

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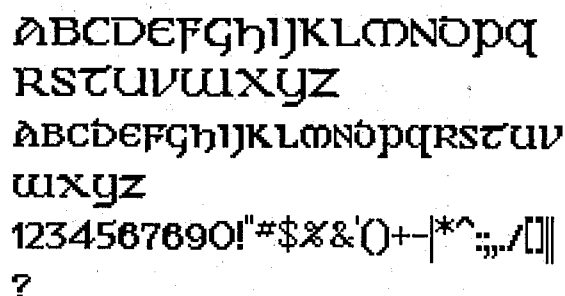

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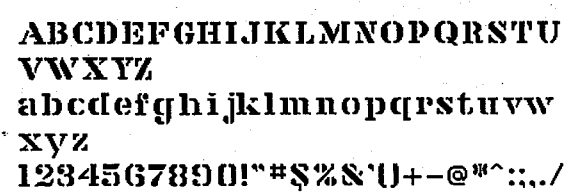

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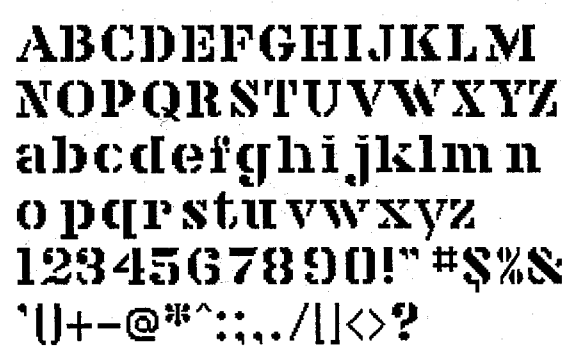
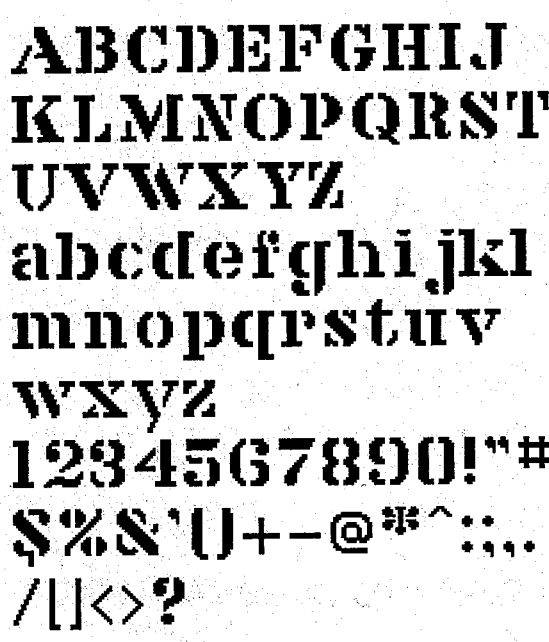
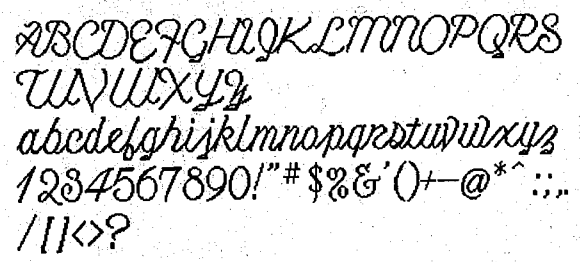


Callaghan 25



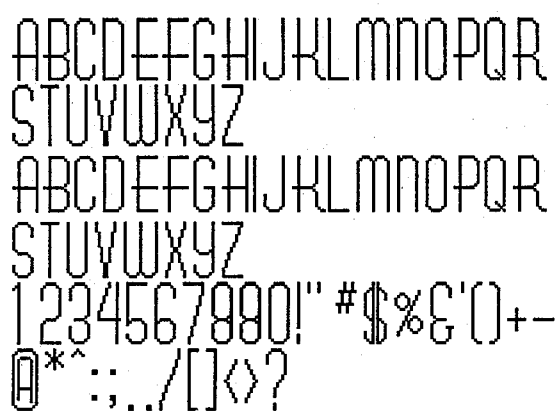
Cursive 17



Cursive 29

Dana 13

Dana 24



Derby 9

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Derby 18

ABCDEFGHIJKLMNOPQRSTUVWXYZ
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Durant 10

ABCDEFGHIJKLMNOPQRSTUVWXYZ
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Durant 12

ABCDEFGHIJKLMNOPQRSTUVWXYZ
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Durant 18

ABCDEFGHIJKLMNOPQRS
TUVWXYZ
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Durant 24

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Dwight 18

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Ellsworth 12

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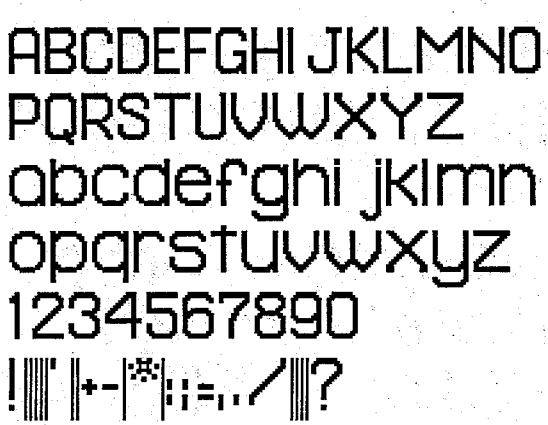

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Etcheverry 24

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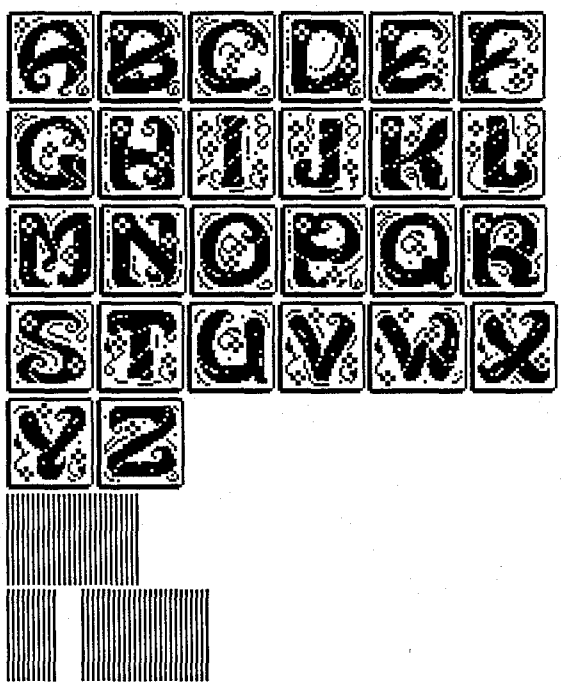
Euclid 36



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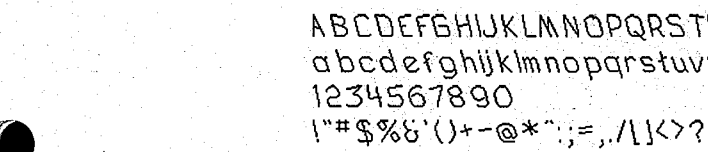

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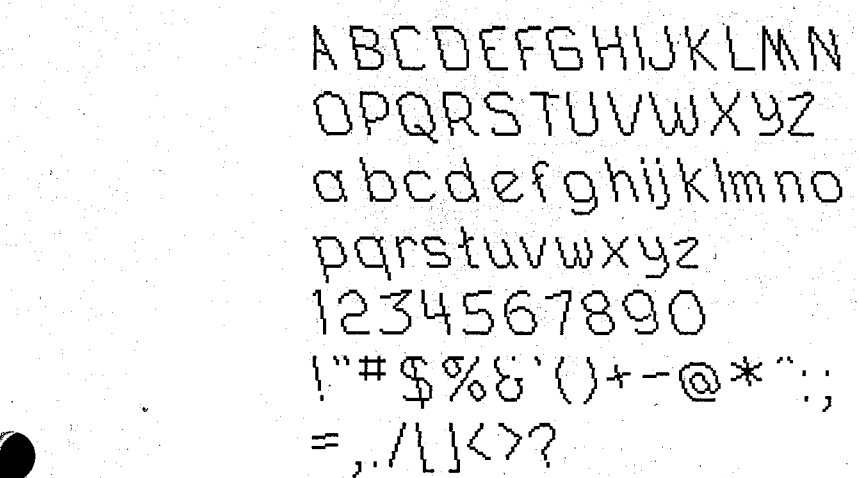

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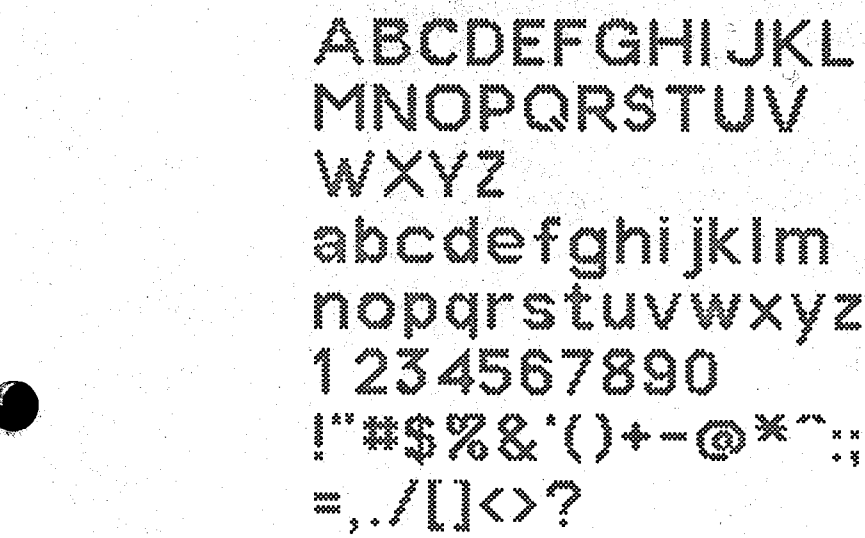
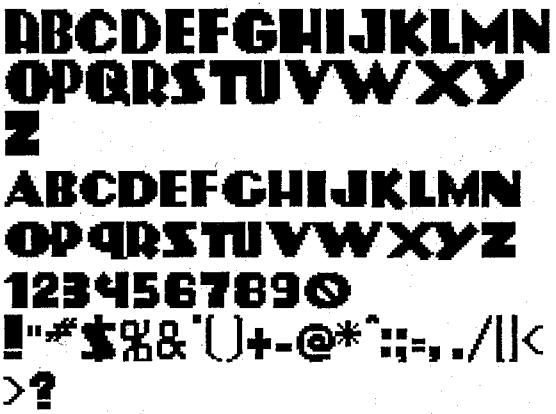
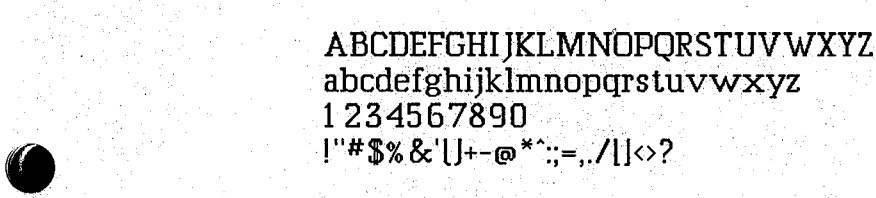


FontKnox 24

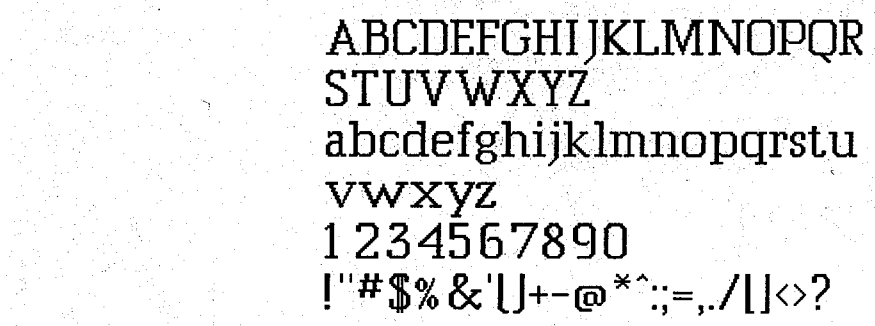
Grizzly 18



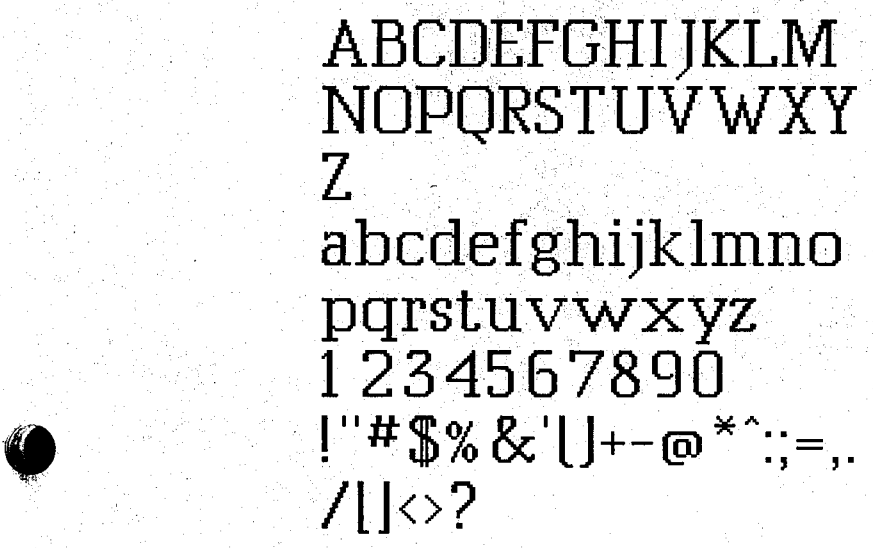
Haste 12



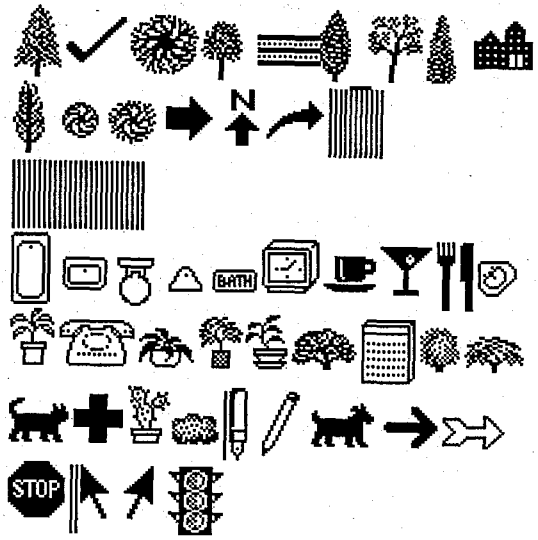
Haste 18



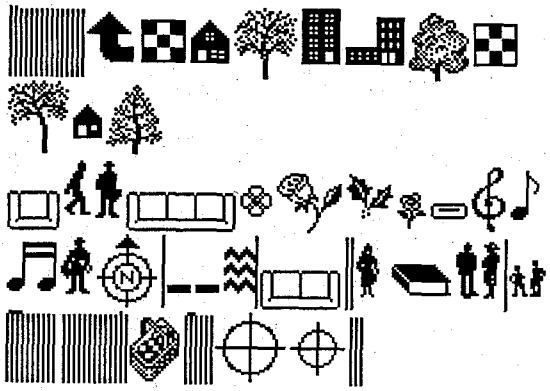
Haste 24



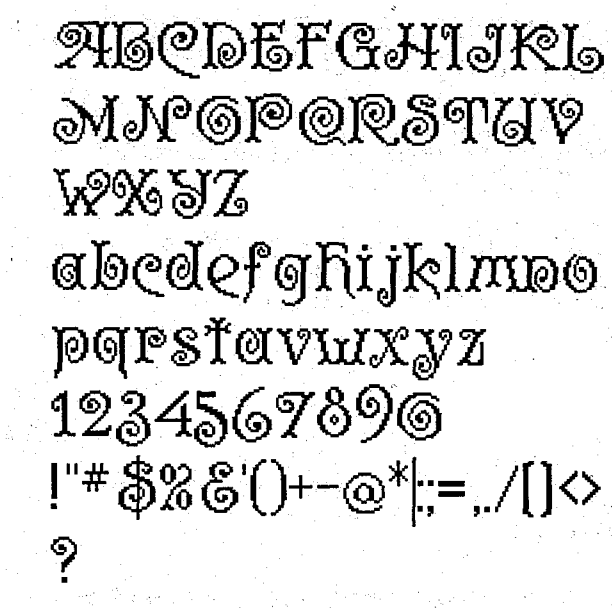
Hilgard 1 28



Hilgard 2 28



Kensington 27



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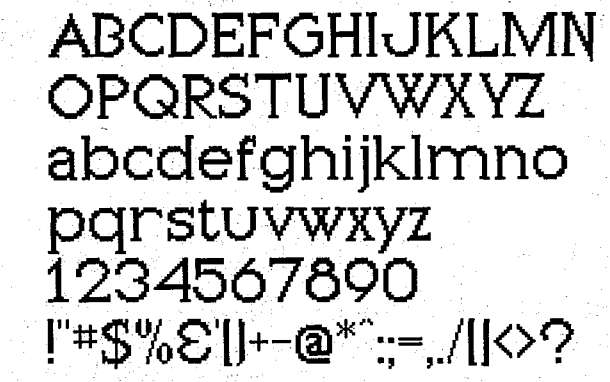
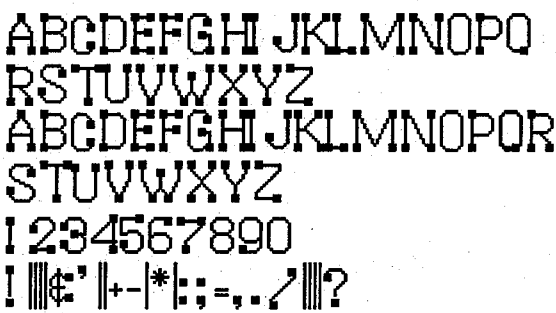
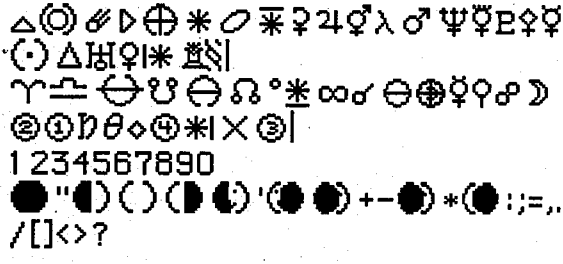


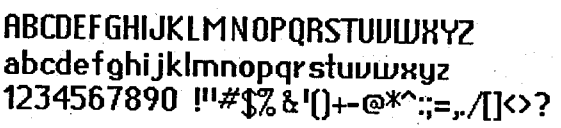
Latimer 18



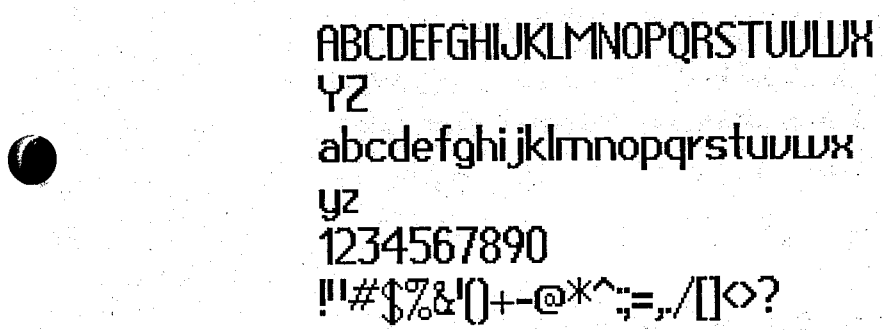
Lawrence 12



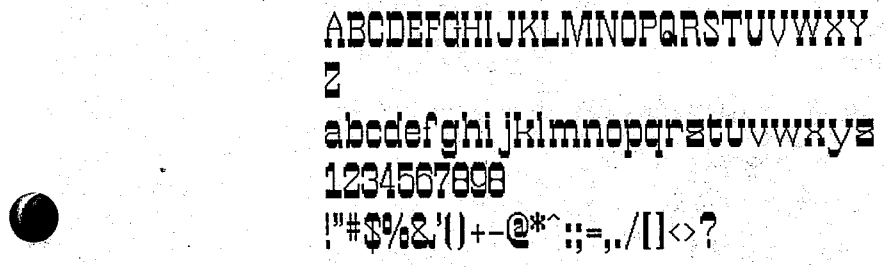
LeConte 12



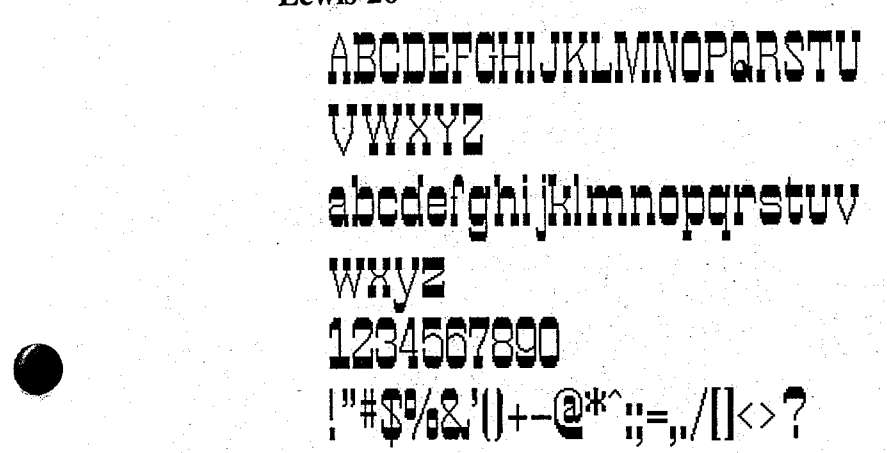
LeConte 18



Lewis 18



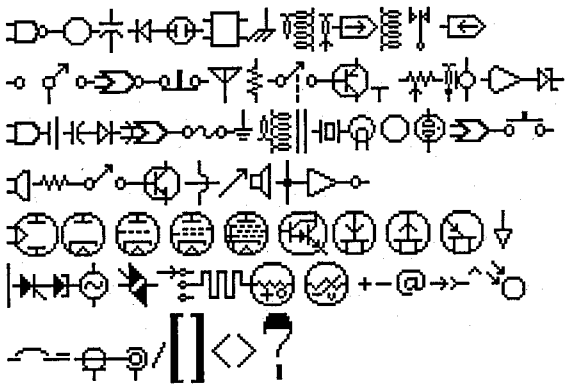
Lewis 26



Lewis 34

ABCDEFGHIJKLM
NOPQRSTUVWXY
Z
abcdefghijklm
nopqrstuvwxy
z
1234567890
!"#$%&'()+-@*^:;=,./
[]<>?

McLaughlin 18



Moffit 12

ABCDEFGHIJKLMNOPQRSTUV
WXYZ
abedefghijklmnopqrstuv
wxyz
1234567890
!"#$%&'()+-@*¨ :;=,./[]<>?

Moffit 24

ABCDEFGHIJKL
MNOPQRSTUV
WXYZ
abcdefghi jhl
mnopqrstuv
wxyz
1234567890
!"#$%&'()+-@*¨:;
=,./[]<>?

Mulford 12

АБЧДЕФГЭИЖКЛМНОПЦРСТУВЯ
ХИЗ
абчдефгэижклмнопцрстувяхйз
1234567890
!ъ*$%&ь()+-@*^Ёё=,.ыюш«»?

Mykonos 12

ABCDEFGHIJKLMNOPQRSTUVWX
YZ
abcdefghijklmnopqrstuvwxg
z
1234567890 !"#'$-|*|:;=,./|?

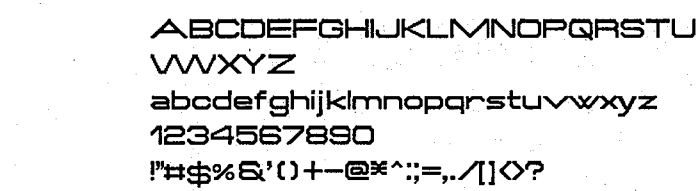
Mykonos 24

ABCDEFGHIJKLM
NOPQRSTUVWXY
Z
abcdefghijklmn
opqrstuvwxyz
1234567890
!"#'$-|*|:;=,./|?

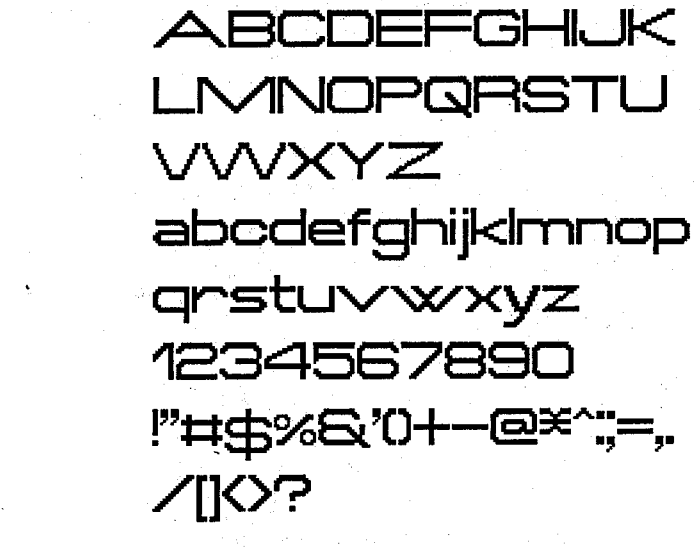
North Gate 18

ABCDEFGHIJKLMNOPQRS
TUVWXYZ
abcdefghijklmnopqrstuvm
xyz
1234567890
!"#$%&'()+-@*^:;=,./[]<>
?

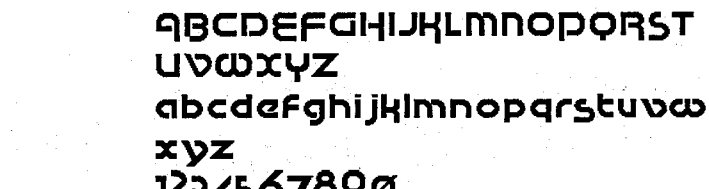
Ormond 12



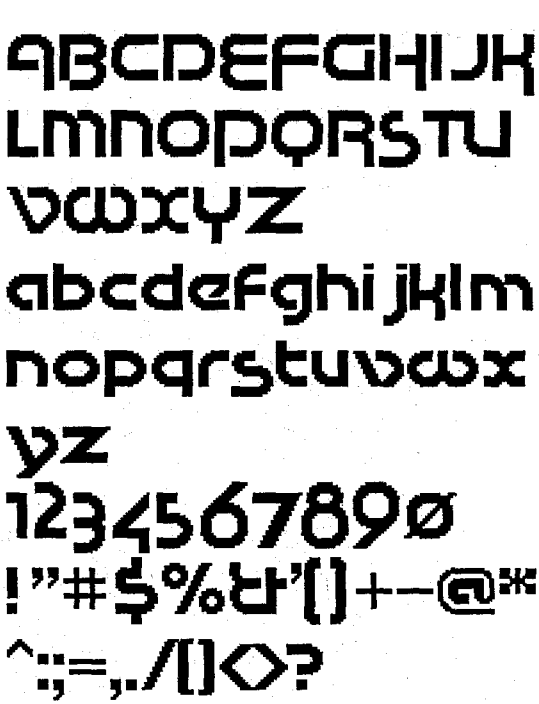
Ormond 24



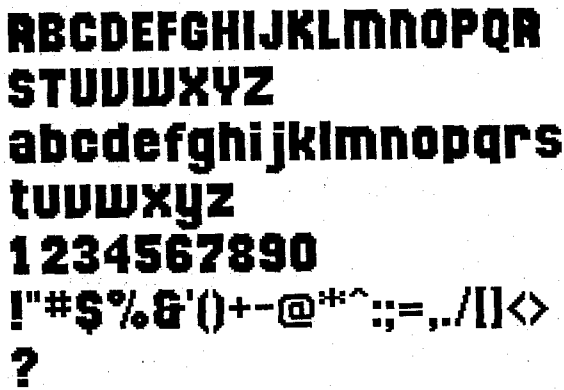
Oxford 14



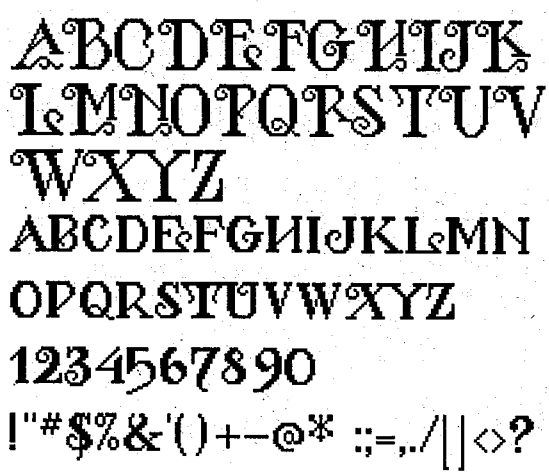
Oxford 28



Sather 20

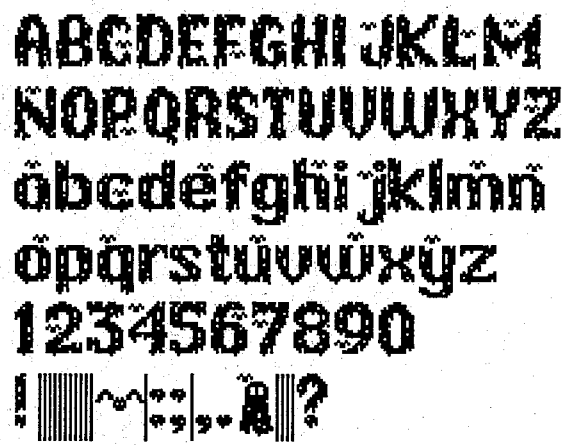


Solano 24

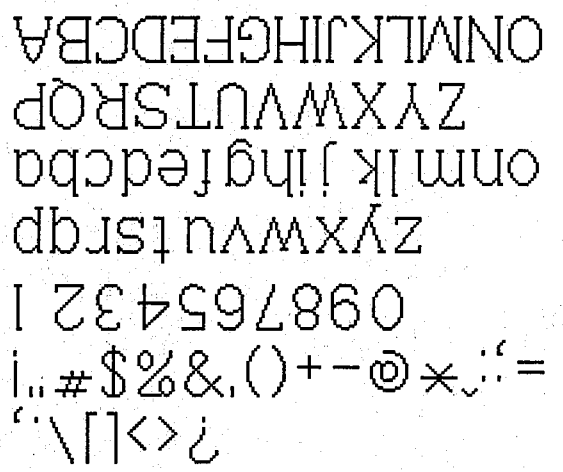


Spats 24

Spook 26



Sproul 24



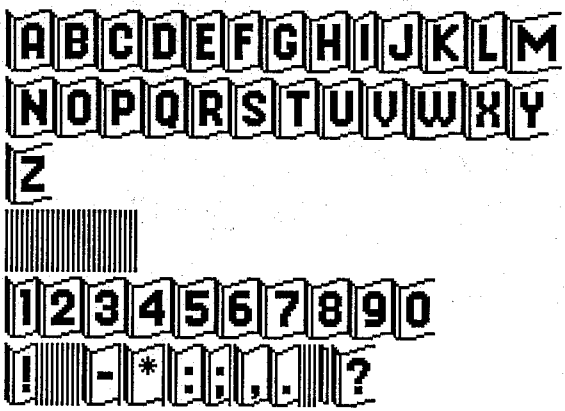
Spruce 12

ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz
1234567890
!"#$%&'()+-@*^:;=,./|<>?

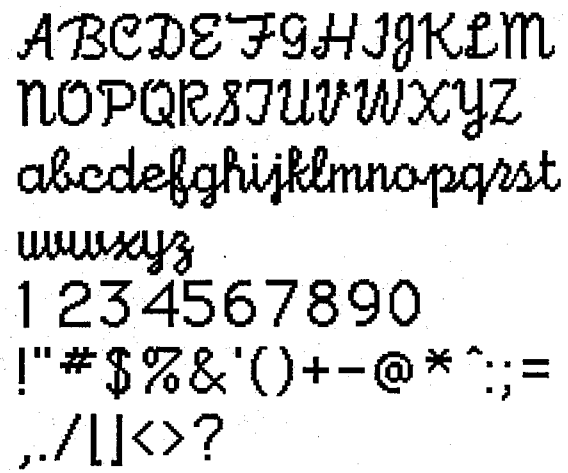
Spruce 24

ABCDEFGHIJKLMNO
PQRSTUVWXYZ
abcdefghijklmnop
qrstuvwxyz
1234567890
!"#$%&'()+-@*^:;=,.
/|<>?

Stadium 24

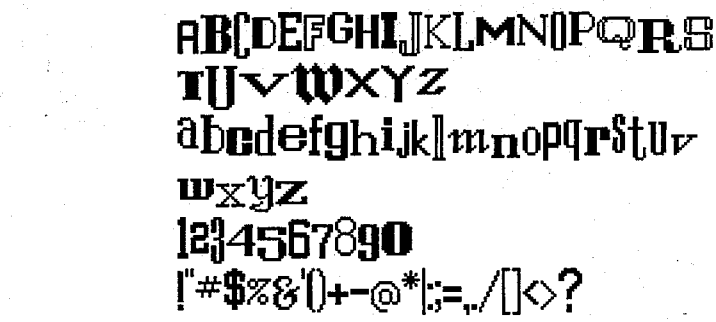


Stern 24

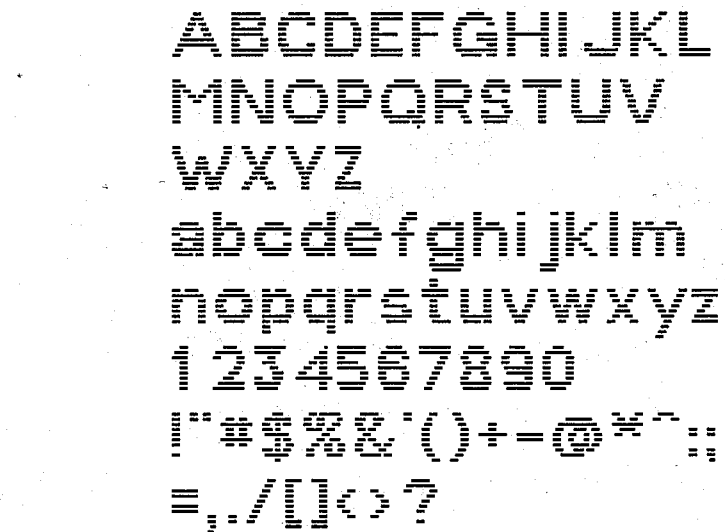


Superb 24

Telegraph 18



Venetian 24



Wheeler 9

ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz
1 234567890 !"#$%&'()+-@*^:;=,./[]<>?

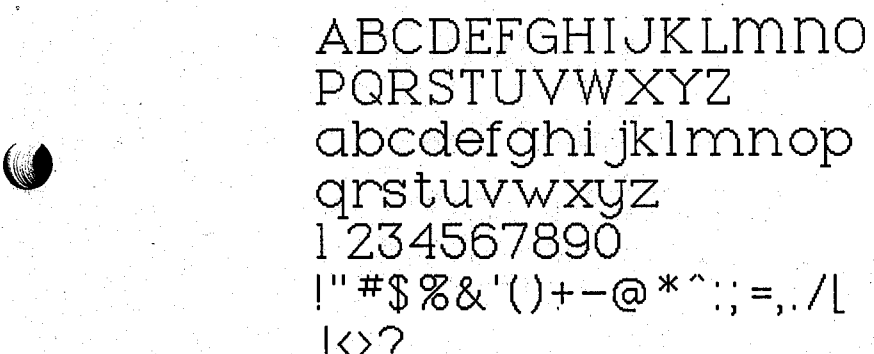
Wheeler 12

ABCDEFGHIJKLMNOPQRSTU
VWXYZ
abcdefghijklmnopqrstuvwxy
z
1 234567890
!"#$%&'()+-@*^:;=,./[]<>?

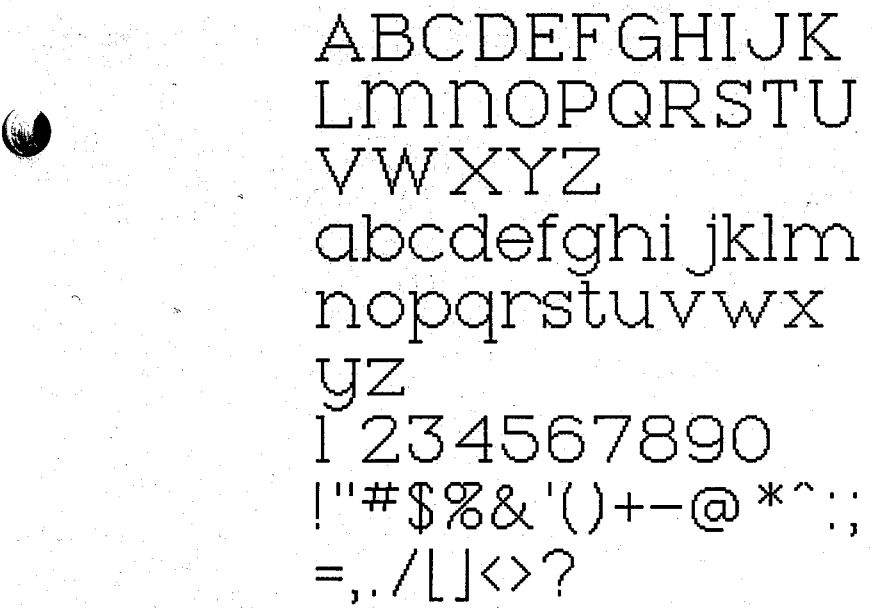
Wheeler 14

ABCDEFGHIJKLMNOPQR
STUVWXYZ
abcdefghijklmnopqrstuvw
xyz
1 234567890
!"#$%&'()+-@*^:;=,./[]<>?

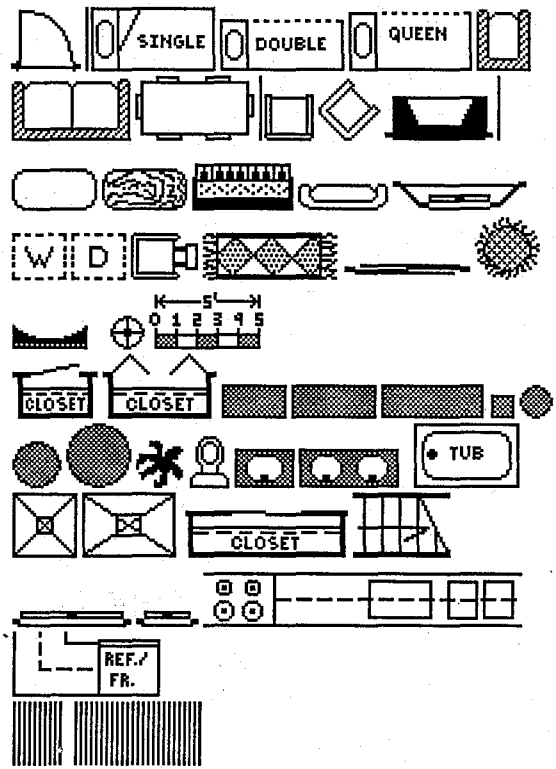
Wheeler 18



Wheeler 24

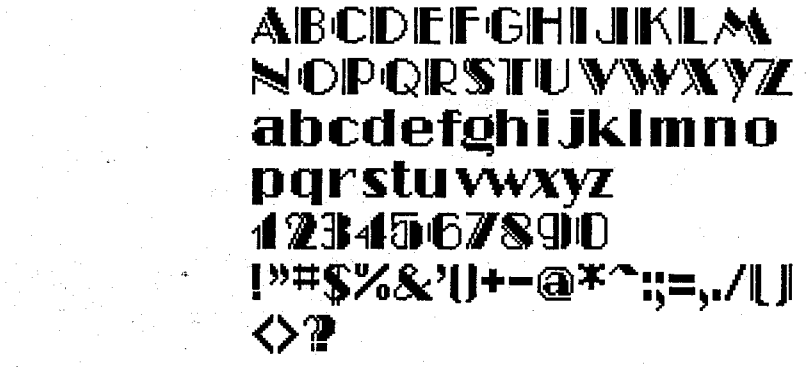


Wurster 25

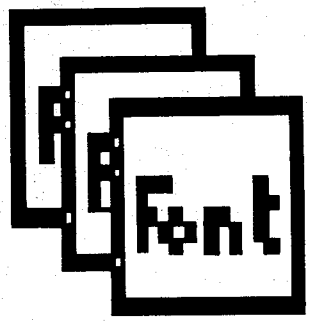

SINGLE
DOUBLE
QUEEN
W
D
5
0 1 2 3 4 5
CLOSET
CLOSET
TUB
CLOSET
REF./
FR.

Zellerbach 13

Zellerbach 18



Chapter 3: geoFont



This chapter covers geoFont, which enables you to create new fonts or change the appearance of existing fonts. Using geoFont will enable you to accomplish the following:

- Create new fonts.
- Change existing fonts.
- Change the name of a font.

Before You Select a Font to Edit

Before you decide to make changes to an existing font, *always* make a backup copy of that font's file, in case the changes you make do not turn out as expected.

Entering geoFont

There are two ways to enter geoFont from the deskTop:

- Click once on the geoFont icon so that it is highlighed, then select **open** from the **file** menu.
- Double-click on the geoFont icon.

Once you enter geoFont, you will be presented with three options: **Create a new font, Open an existing font,** or **Quit to deskTop.** Select one.

Create a New Font

After you click on **Create a new font,** you will be asked to "Please enter a new font name." Type in a new name and press RETURN.

Next, you will be asked to "Enter a new point size to create." Enter a new point size (between sizes 2 and 48) and press RETURN.

NOTE: Presumably, your next step will be to begin to create new characters. (See *To create a new point size:*, page 3-8.)

Open an Existing Font

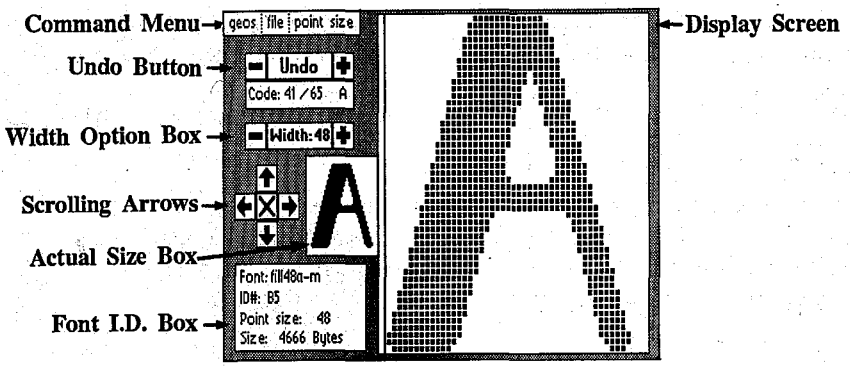
After you click on **Open an existing font,** you will be presented with a dialog box displaying the first five fonts on that disk. Click on a font, then click **Open.**

NOTE: If needed, use the scrolling arrows to scroll through the list of displayed fonts. If the font you need is on a disk in a second disk drive, click on **Drive.**

Quit to deskTop

Select this option to return to the deskTop.

The geoFont Screen



As shown above, the geoFont screen is divided into several sections:

The **display screen** displays each character in the current font in a box in the upper left corner. The borders of this box represent the amount of space in pixels allotted to each character (and the space following that character) in the font. Change the width by using the **Width** option box to the left.

As you move the pointer over the screen, the pointer will assume the shape of a small box. Click, and the box will change color (and function):

If the box is:	*you can:*
yellow	add pixels.
red	delete pixels.
blue	move the pointer around without affecting the design.

View the next or previous character by clicking on the + or - sign on either side of the **Undo** button. The **Undo** button reverses the most recent change you made.

Below the **Undo** button is a **Code** box, which displays which character you are editing, as well as that character's hexadecimal and decimal numbers.

As you are changing the shape of a character, you can shift the character left, right, up, or down by clicking on the **scrolling arrows** below the

Width option. Click on the **X** in the middle to clear the character completely.

While you are making changes to the current character, the **actual size** box, to the right of the scrolling arrows, displays that character's real size.

The font's identification is displayed below the scrolling arrows and **actual size** box.

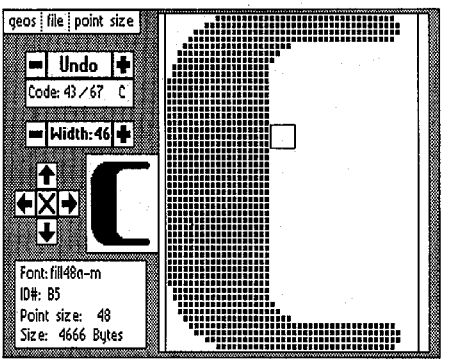
The **command menu** at the top of the screen enables you to perform a variety of tasks. In addition to saving and updating your work, and exiting geoFont, you can also use the **file** menu to change the edited font's I.D. number, or use the **point size** menu to work with another point size.

Once You Enter geoFont

Once you enter geoFont, you can perform a variety of actions.

To add pixels to the currently displayed character:

1: Move the pointer over the display screen. It will assume the shape of a blue box.



2: Click once. The box will become yellow and filled in. You can begin drawing.

3: To disable, click again.

To remove pixels from the currently displayed character:

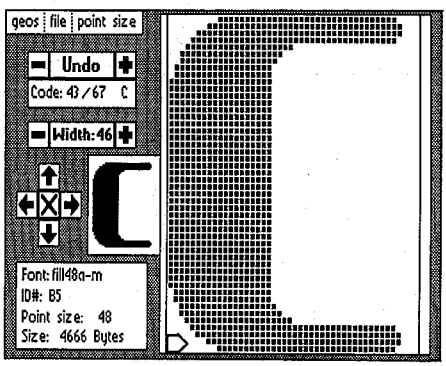
1: Move the pointer over the display screen. It will assume the shape of a blue box.

2: Click until the box becomes red. You now can erase any pixel that you move the red box over.

3: To disable, click again.

To change the baseline of the current font:

1: Go to the display screen and click on the blue arrow at the left. It will turn red and become attached to the pointer.



2: Click again to deposit the arrow.

To select another character:

There are three ways to select another character:

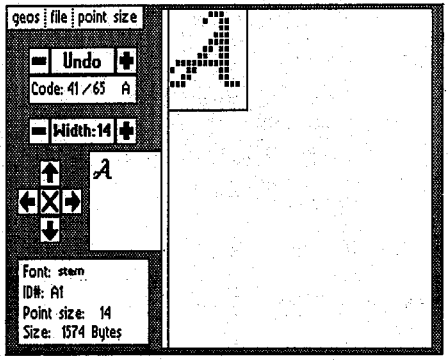
- Type the character on the keyboard. For lowercase letters, type the letter itself; for uppercase letters, press SHIFT and the letter.
- To display the next character, click on the + sign next to the **Undo** button.
- To display the previous character, click on the - sign next to the **Undo** button.

To change the amount of space allotted a character:

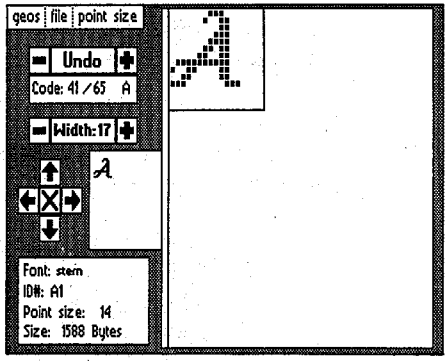
Again, there are three ways to do this:

- Click on **Width** and, when a dialog box prompts you, enter a new width (2–48). Press RETURN.
- To increase the width by one pixel, click the + sign by the **Width** option.
- To decrease the width by one pixel, click the - sign by the **Width** option.

NOTE: The use of the term "width" here does not refer to the actual width of the character itself. It refers to the area that includes the character, and the space between it and the next character as well.



Here the width is set at 14.



And here the width is set at 17.

To shift the current character over one pixel:
Click on one of the scrolling arrows next to the actual size box, depending on the direction you wish the character to move. If the pixels move off the screen, they will be erased.

To delete the currently displayed character:
Click on the **X** in the middle of the scrolling arrows.

To reverse the most recent change:
Click **Undo.**

To change a font's I.D. number:

1: Select **change ID** from the **file** menu.

2: A dialog box will ask you to "Please enter a new font I.D." Enter a two-digit hexadecimal number (e.g., "22") and press **RETURN**.

NOTE: The I.D. tells the geoWrite application which font to use. Each font must have a different I.D. from all other fonts used in a given document.

To select another point size to edit:

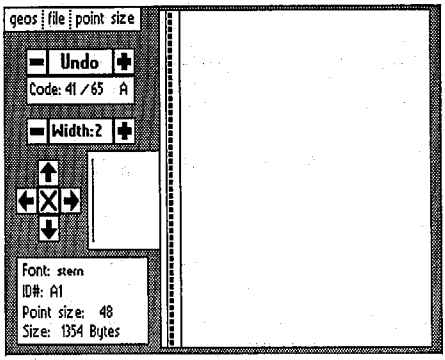
1: Select **get** from the **point size** menu. A submenu will display the available point sizes.

2: Click on a point size.

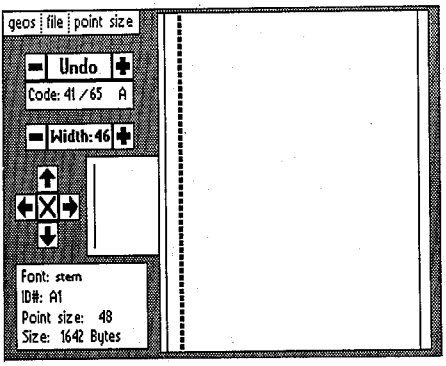
To create a new point size:

1: Select **create** from the **point size** menu.

2: When a dialog box prompts you, enter a new point size (2–48). The display screen will appear blank: you will need to reenter all the characters of that font.

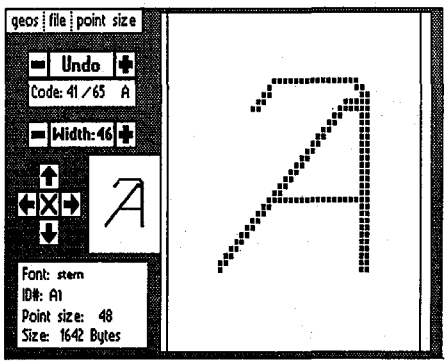


3: Use the **Width** option to alter the width to an appropriate size.



4: Move the pointer to the display screen, click until you are in drawing mode, then begin to draw.

NOTE: If desired, delete the line of pixels that first appears with this display screen.



5: When finished, click on the + sign (next to **Undo**) to move to the next character.

6: Repeat steps 3–5 for each new character.

To delete a point size:

1: Select **delete** from the **point size** menu. A submenu will display the available point sizes.

2: Click on the point size you wish to delete.

NOTE: You cannot delete the point size you are currently editing. To do so, you must move to another point size (select **get** from the **point size** menu), then delete the point size you wish to remove.

Leaving geoFont

To create or open another font:
Select **close** from the **file** menu.

To exit directly to the deskTop:
Select **quit** from the **file** menu.